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## **A Class 709 ELECTRICAL COMPUTERS AND DIGITAL PROCESSING SYSTEMS: MULTIPLE COMPUTER OR PROCESS COORDINATING**

- A 1** **VIRTUAL MACHINE TASK OR PROCESS MANAGEMENT**
- A 100** **TASK MANAGEMENT OR CONTROL**
- A 101** . Batch or transaction processing
- A 102** . Process scheduling
- A 103** .. Priority scheduling
- A 104** .. Resource allocation
- A 105** .. Load balancing
- A 106** .. Dependency based cooperative processing of multiple programs working together to accomplish a larger task
- A 107** .. Multitasking, time sharing
- A 108** ... Context switching
- A 200** **MULTICOMPUTER DATA TRANSFERRING**
- A 201** . Distributed data processing
- A 202** .. Processing agent
- A 203** .. Client/server
- A 204** . Computer conferencing
- A 205** .. Cooperative computer processing
- A 206** .. Demand based messaging
- A 207** .. Priority based messaging
- A 208** . Master/slave computer controlling
- A 209** .. Master/slave mode selecting
- A 210** .. Slave computer locking
- A 211** .. Master accessing slave storage
- A 212** . Computer-to-computer direct memory accessing
- A 213** . Multicomputer data transferring via shared memory
- A 214** .. Plural shared memories
- A 215** .. Partitioned shared memory
- A 216** .. Accessing another computer's memory
- A 217** . Remote data accessing
- A 218** .. Using interconnected networks
- A 219** .. Accessing a remote server
- A 220** . Network computer configuring
- A 221** .. Reconfiguring
- A 222** .. Initializing
- A 223** . Computer network managing

<u>224</u>	.. Computer network monitoring
<u>225</u>	.. Computer network access regulating
<u>226</u>	.. Network resource allocating
<u>227</u>	. Computer-to-computer session/connection establishing
<u>228</u>	.. Session/connection parameter setting
<u>229</u>	.. Network resources access controlling
<u>230</u>	. Computer-to-computer protocol implementing
<u>231</u>	.. Computer-to-computer data streaming
<u>232</u>	.. Computer-to-computer data transfer regulating
<u>233</u>	... Transfer speed regulating
<u>234</u>	... Data flow compensating
<u>235</u>	... Congestion avoiding
<u>236</u>	.. Computer-to-computer data framing
<u>237</u>	.. Computer-to-computer handshaking
<u>238</u>	. Computer-to-computer data routing
<u>239</u>	.. Alternate path routing
<u>240</u>	.. Prioritized data routing
<u>241</u>	.. Least weight routing
<u>242</u>	.. Routing data updating
<u>243</u>	.. Decentralized controlling
<u>244</u>	.. Centralized controlling
<u>245</u>	. Computer-to-computer data addressing
<u>246</u>	. Computer-to-computer data modifying
<u>247</u>	.. Compressing/decompressing
<u>248</u>	. Multicomputer synchronizing
<u>249</u>	. Multiple network interconnecting
<u>250</u>	. Network-to-computer interfacing
<u>251</u>	. Ring computer networking
<u>252</u>	. Star or tree computer networking
<u>253</u>	. Bused computer networking
<u>310</u>	<b>INTERPROGRAM COMMUNICATION, INTERPROCESS COMMUNICATION (IPC)</b>
<u>311</u>	. Common Gateway Interface Program Communication
<u>312</u>	. Interprogram Communication Using Shared Memory
<u>313</u>	. Interprogram Communication Using Message
<u>314</u>	.. Message Using Queue
<u>315</u>	.. Object Oriented Message
<u>316</u>	... Managed Object System
<u>317</u>	.. Agent
<u>318</u>	. Event Handling or Event Notification
<u>319</u>	. Data Transfer Between Operating Systems
<u>320</u>	. High Level Application Control
<u>321</u>	. Device Driver Communication
<u>322</u>	.. Multimedia Device Driver
<u>323</u>	.. Video Graphics Device Driver
<u>324</u>	.. Virtual Device Driver (VxD)
<u>325</u>	.. RAID Metadriver
<u>326</u>	.. SCSI Device Driver
<u>327</u>	.. Device Driver Configuration
<u>328</u>	. Application program interface (API)
<u>329</u>	.. Data Transfer Between Application Windows

- 330 . Remote procedure call (RPC)
- 331 . Dynamic linking, late binding
- 332 .. Object Oriented Dynamic Linking, Late Binding
- 400 **SYNCHRONIZATION OF PLURAL PROCESSORS**

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- FOR000 **CLASS-RELATED FOREIGN DOCUMENTS**
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- FOR101 .. Object detection or tracking (364/FOR 516)
- FOR102 .. Signal evaluation (target or noise) (364/FOR 517)
- FOR103 **MULTICOMPUTER DATA TRANSFERRING (364/200.3)**
- FOR104 . Distributed data processing (395/200.31)
- FOR105 .. Processing agent (395/200.32)
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- FOR113 .. Slave computer locking (395/200.4)
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